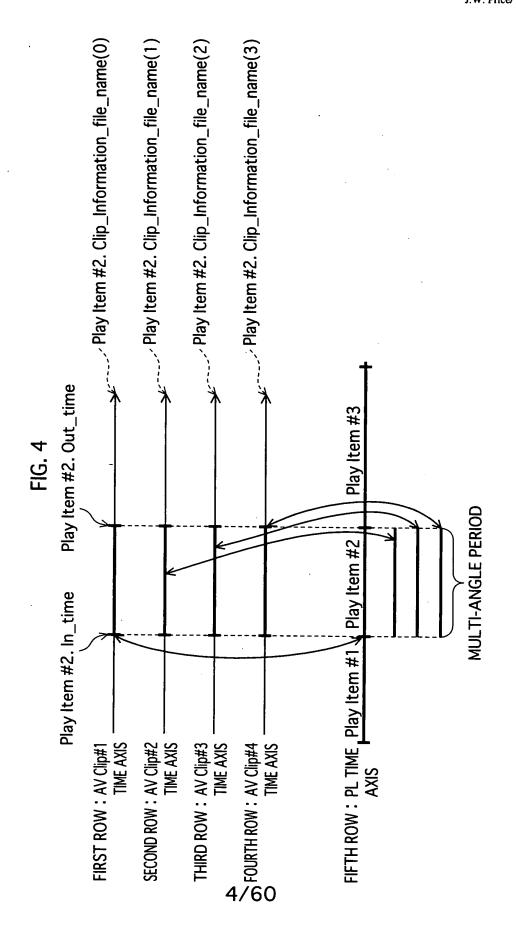
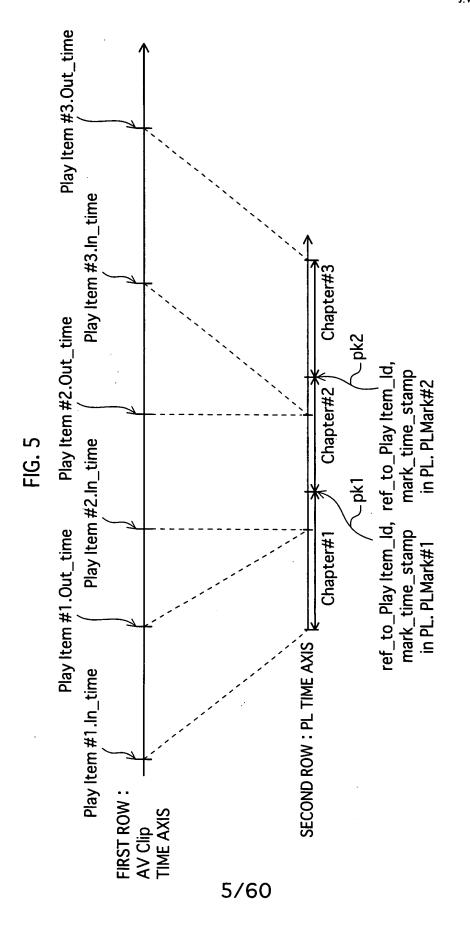


FIG. 3





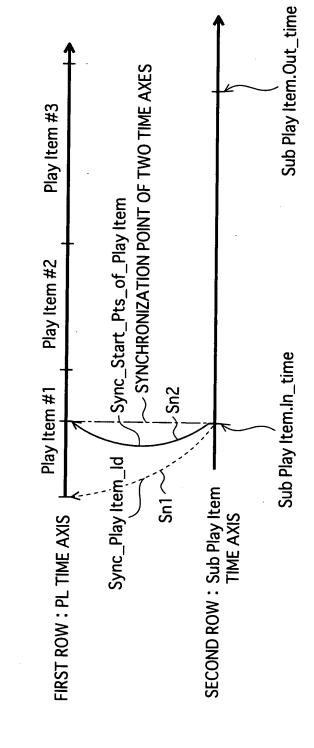


FIG. 6

FIG. 7A

ZZZZZ.BDMV

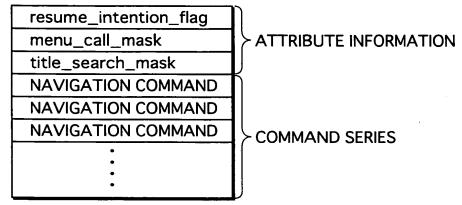
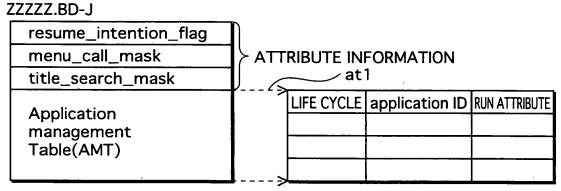
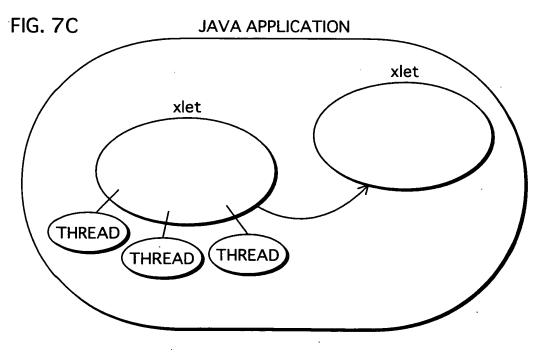
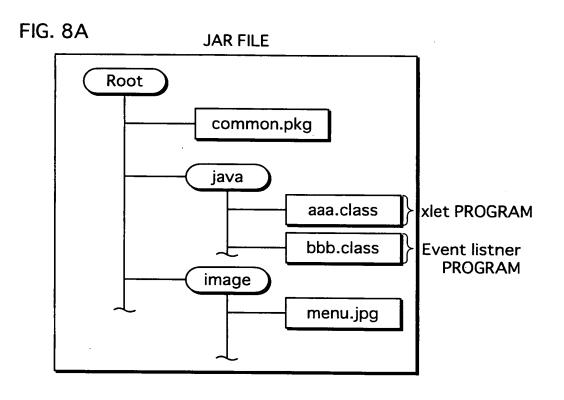


FIG. 7B

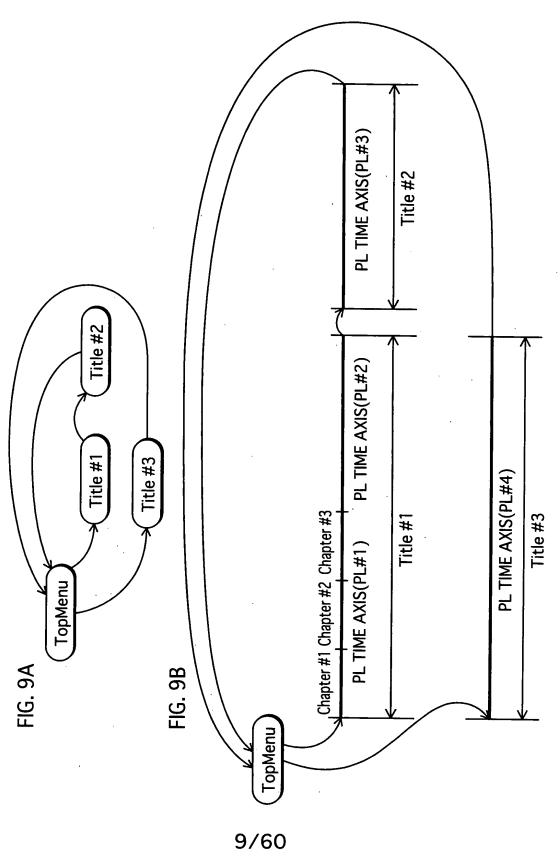


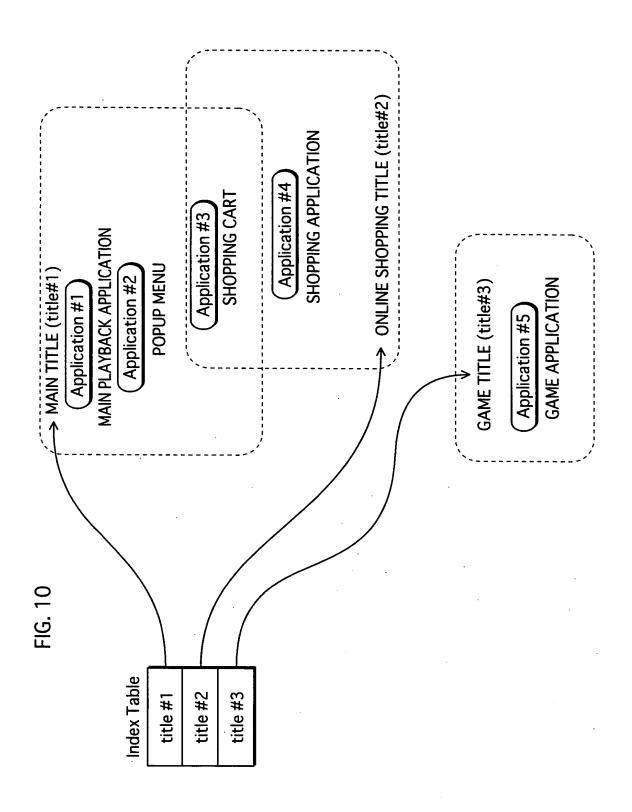


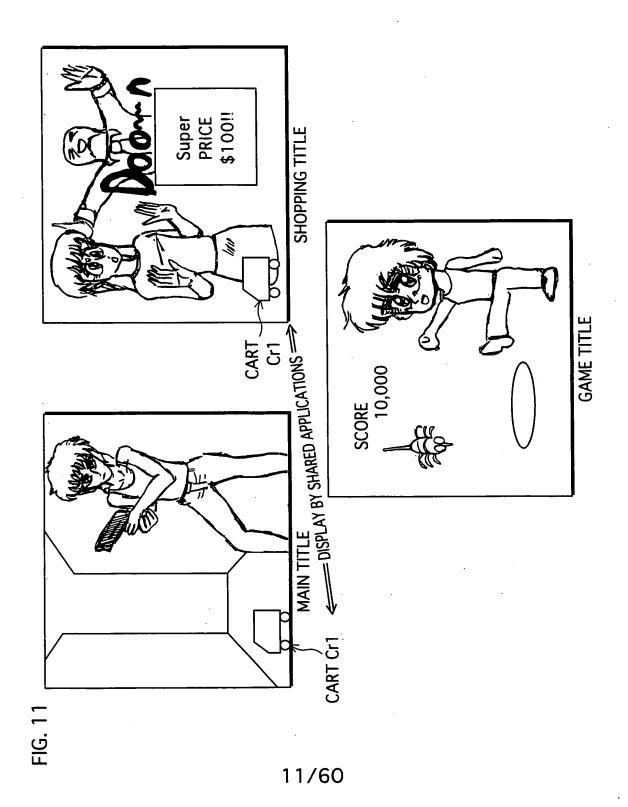


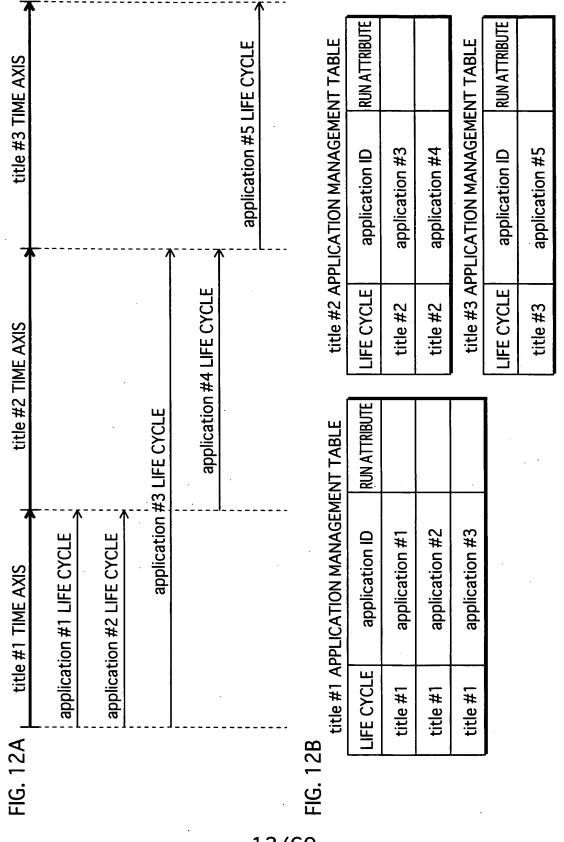
JMF A "BD://00001.mpls";
A.play();
Jump Title(Title #1);

TITLE BRANCH









title #2 TIME AXIS **RUN ATTRIBUTE RUN ATTRIBUTE** Persistent AutoRun **Persistent** AutoRun erminate **Terminate** title #1 APPLICATION MANAGEMENT TABLE title #2 APPLICATION MANAGEMENT TABLE application #3 application #2 application ID application #1 application #3 application ID application #1 LIFE CYCLE application #2 LIFE CYCLE application #3 LIFE CYCLE title #1 TIME AXIS LIFE CYCLE LIFE CYCLE title#1 title#1 title#1 title #2 Run Call FIG. 13A FIG. 13B Run Run

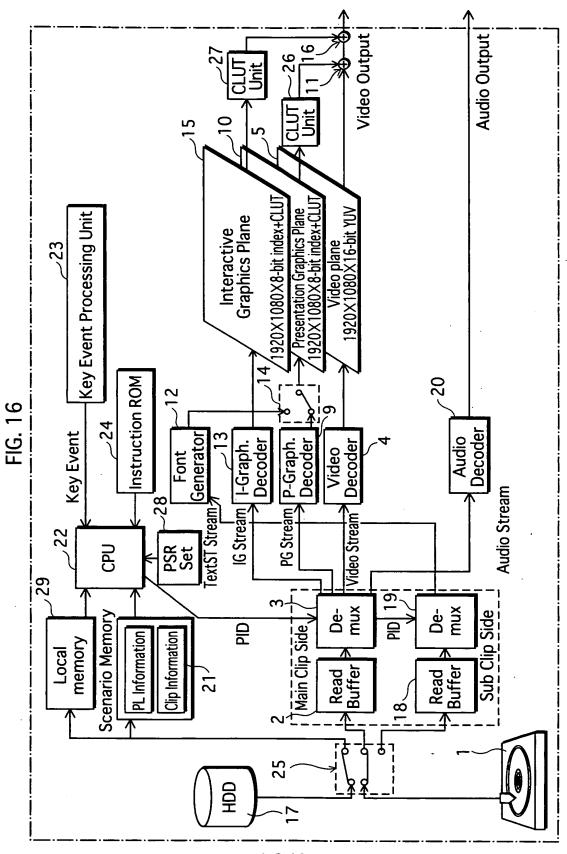
Terminate RUN ATTRIBUTE **RUN ATTRIBUTE Persistent Persistent** Suspend title #3 APPLICATION MANAGEMENT TABLE title #2 APPLICATION MANAGEMENT TABLE title#3 TIME AXIS application #2 application #2 application ID application ID application #1 Terminate Resume RESOURCES ARE
OCCUPIED, BUT CPU
POWER IS NOT ALLOCATED LIFE CYCLE JFE CYCLE title #2 title #2 title #3 title #2 TIME AXIS **RUN ATTRIBUTE** Suspend AutoRun AutoRun title #1 APPLICATION MANAGEMENT TABLE title #1 TIME AXIS application #2 application ID application #1 Run Run LIFE CYCLE application #2 (application #1 (title #1 title #1 FIG. 14A FIG. 14B

14/60

FIG. 15

CHANGE IN APPLICATION STATUS ACCORDING TO RUN ATTRIBUTES

			Run Attribute	
		Persistent	AutoRun	Suspend
, i i i i	Not Run	Maintain status without performing operation	Run Application	Maintain status without performing operation
Application Status in Previous Title	Running	Maintain status without Maintain status withou performing operation	Maintain status without Maintain status without performing operation	Suspend
	Suspend	Resume	Resume	Maintain status without performing operation



16/60

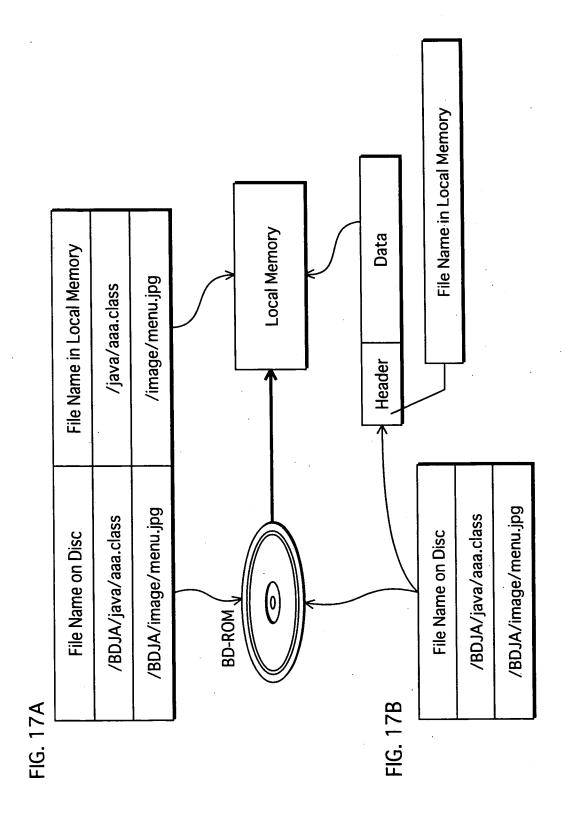


FIG. 18

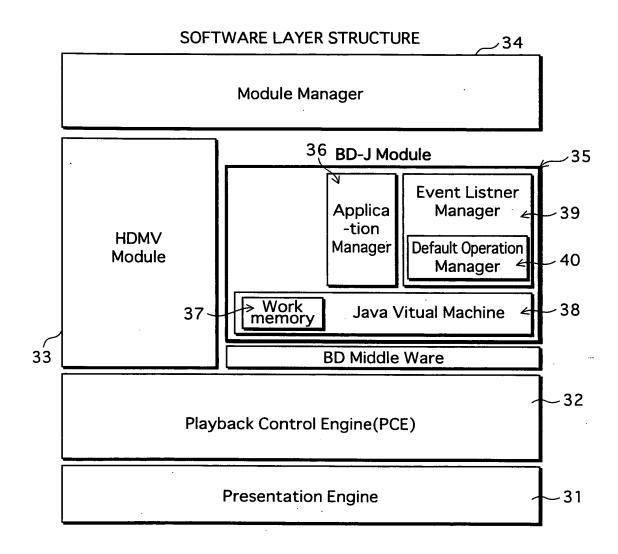
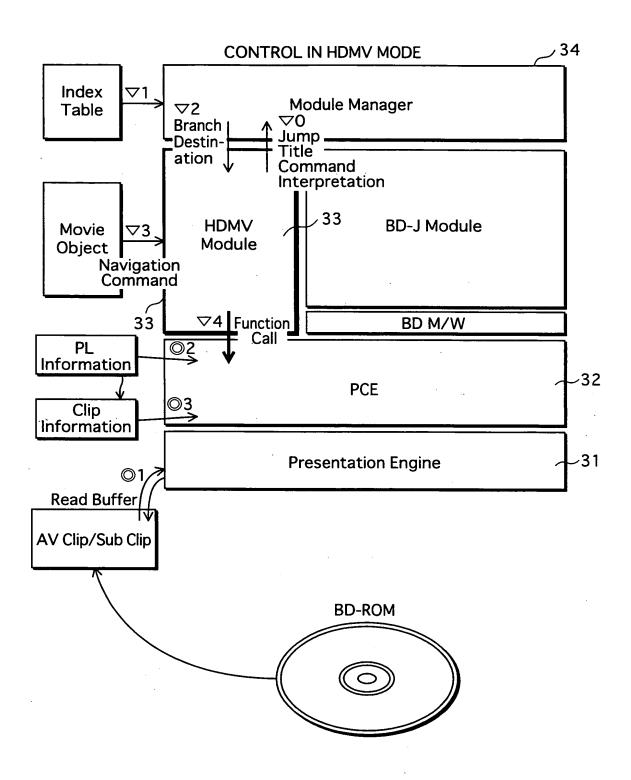
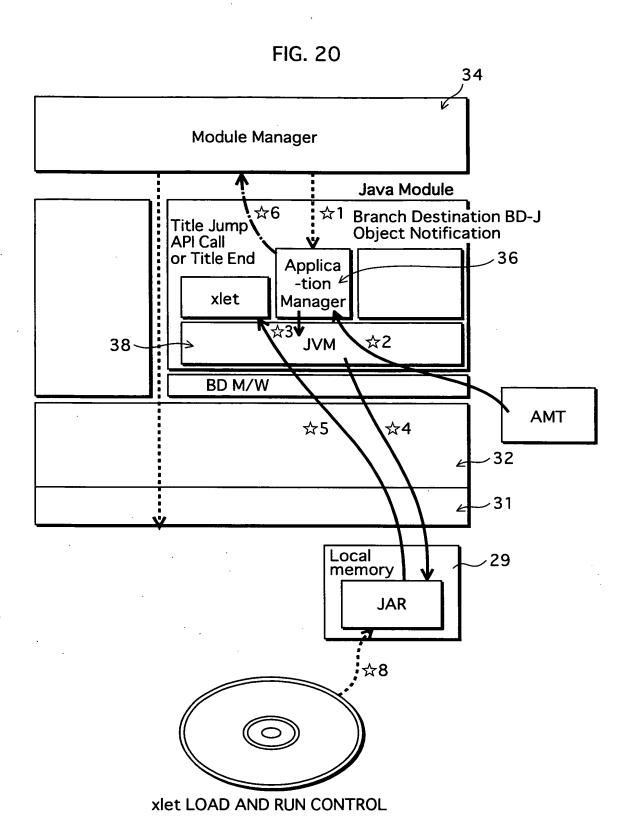
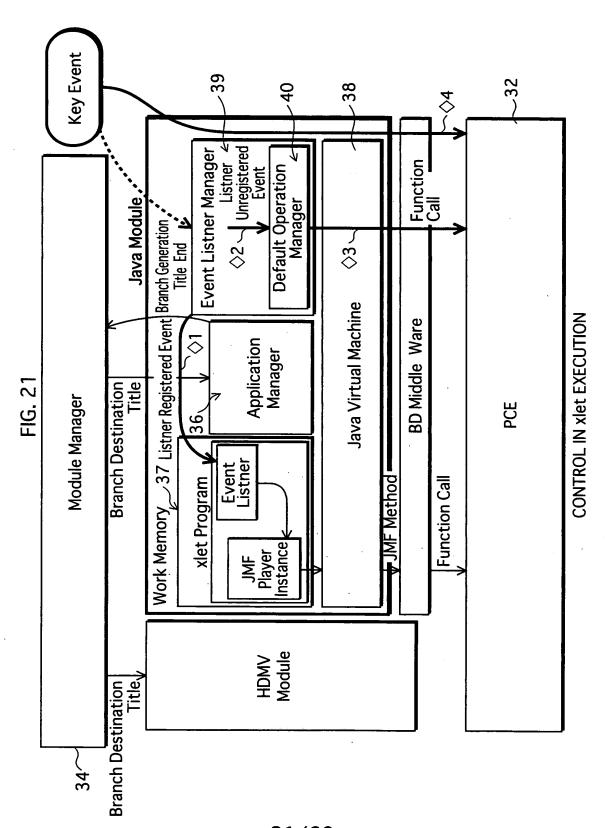


FIG. 19





20/60



21/60

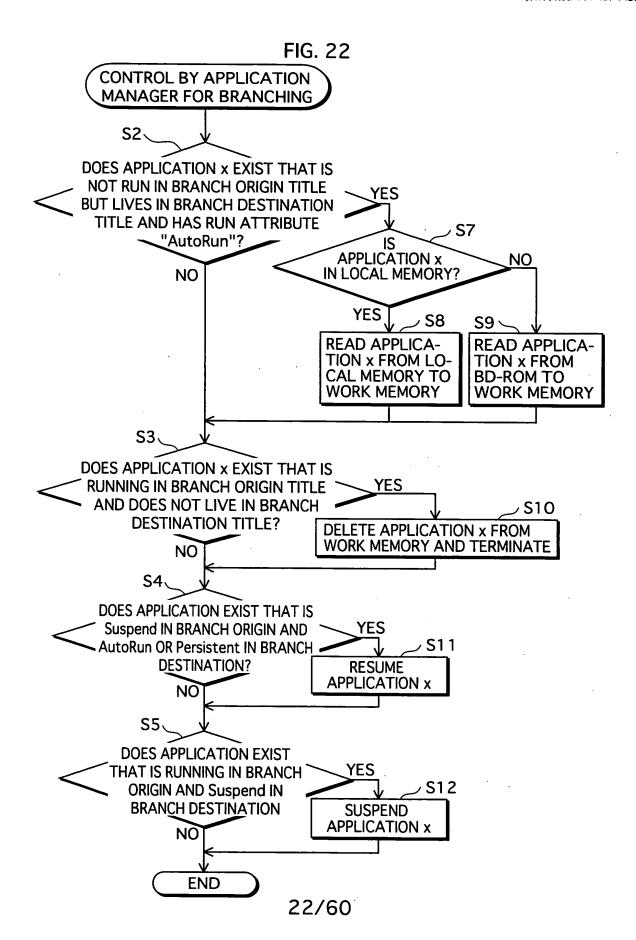
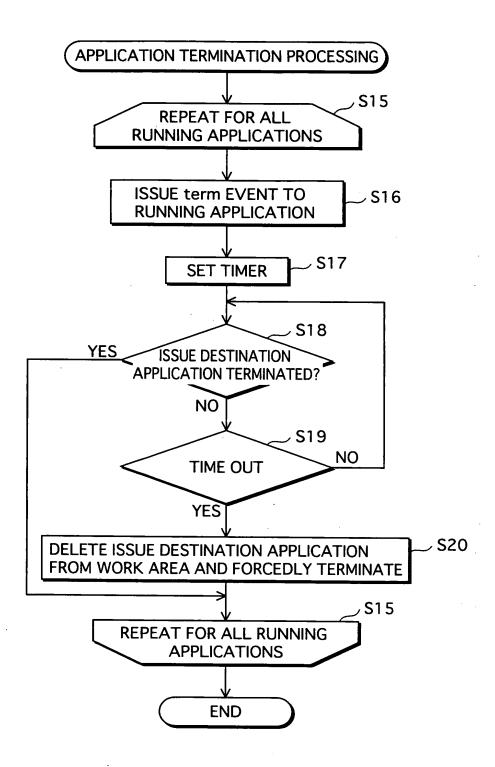
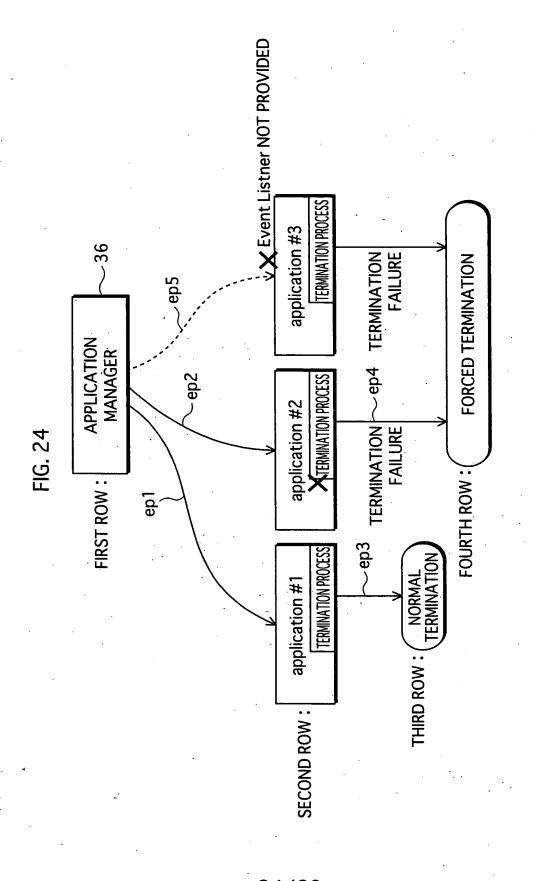


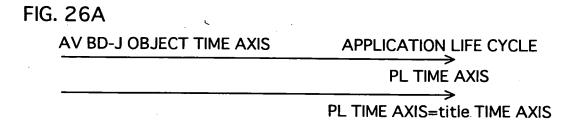
FIG. 23

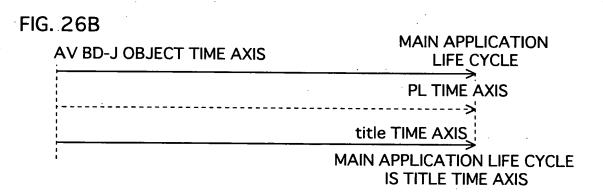


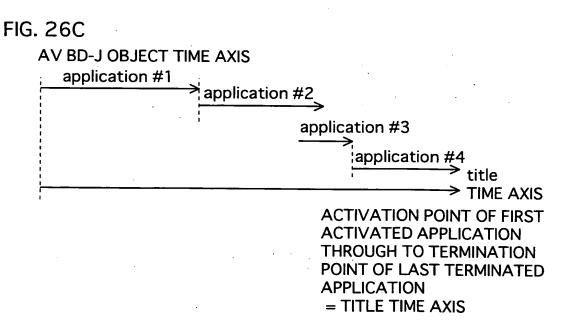


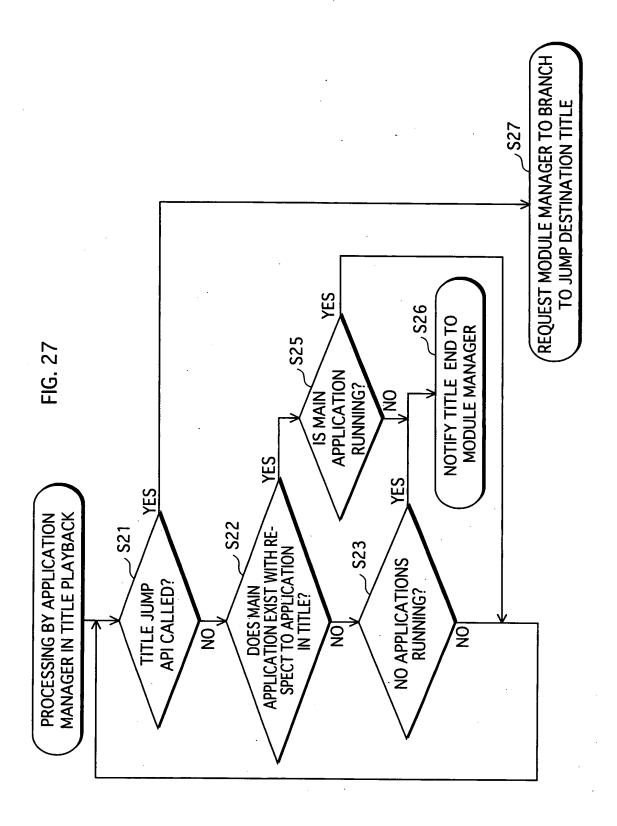
RUN ATTRIBUTE RUN PRIORITY LEVEI 255 128 128 AutoRun AutoRun AutoRun APPLICATION MANAGEMENT TABLE application #2 application ID application #1 application #3 title #1: chapter #4-#6 title #1 : chapter #2-#3 LIFE CYCLE title#1 FIG. 25A FIG. 25B

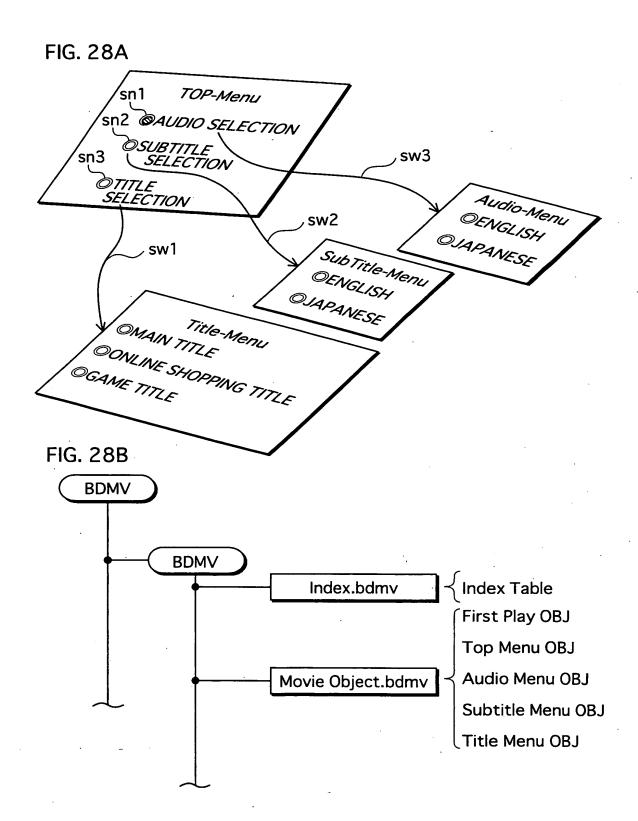
Terminate Terminate chapter #4; chapter #5; chapter #6; application #3 erminate title #1 TIME AXIS Run chapter #3 application #2 application #1 chapter #2 Run chapter #1 Run

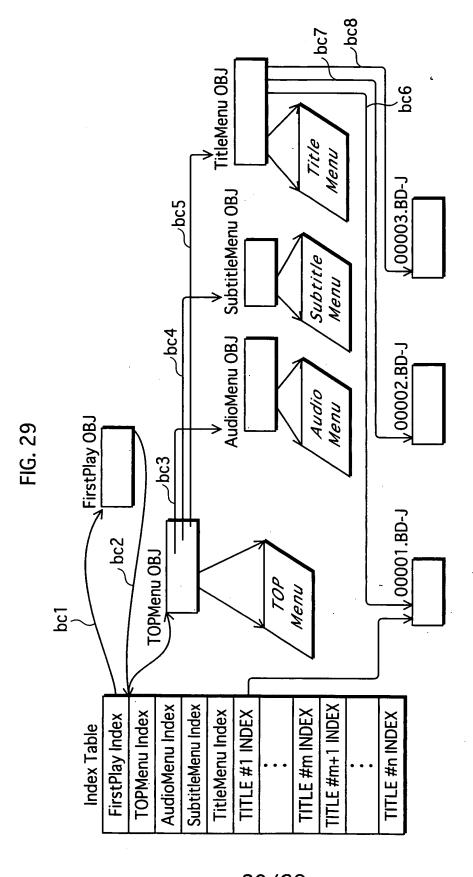












29/60

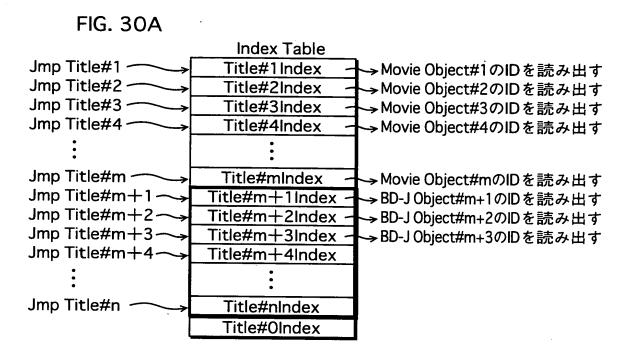
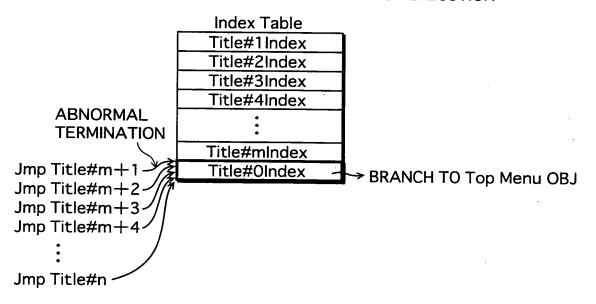
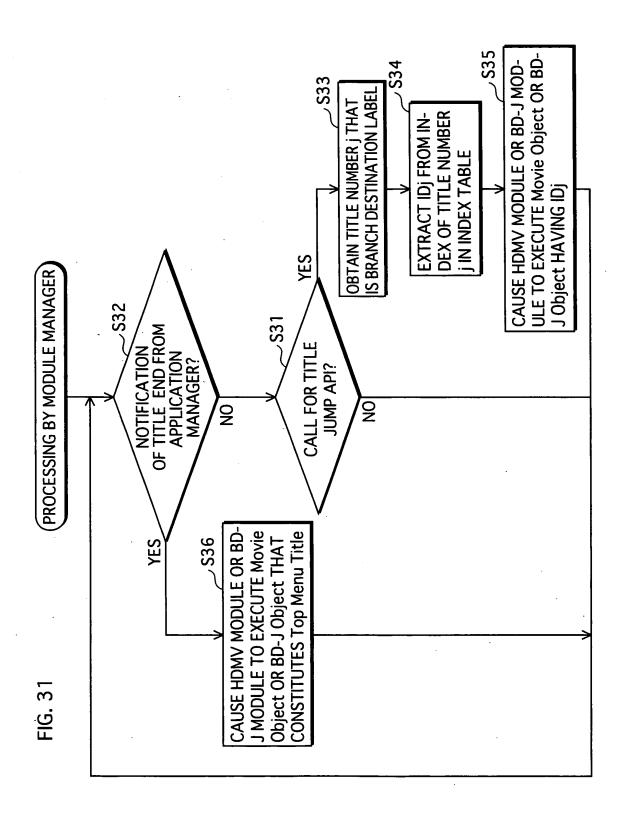
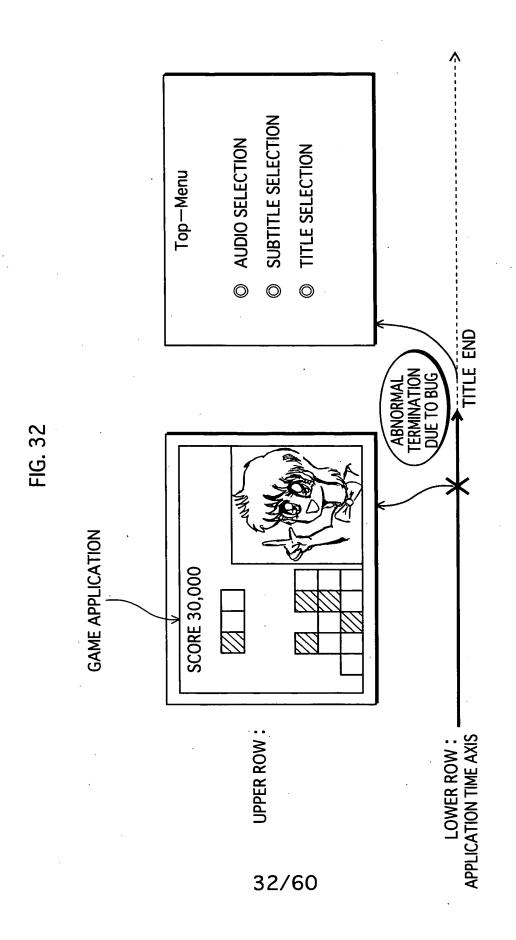
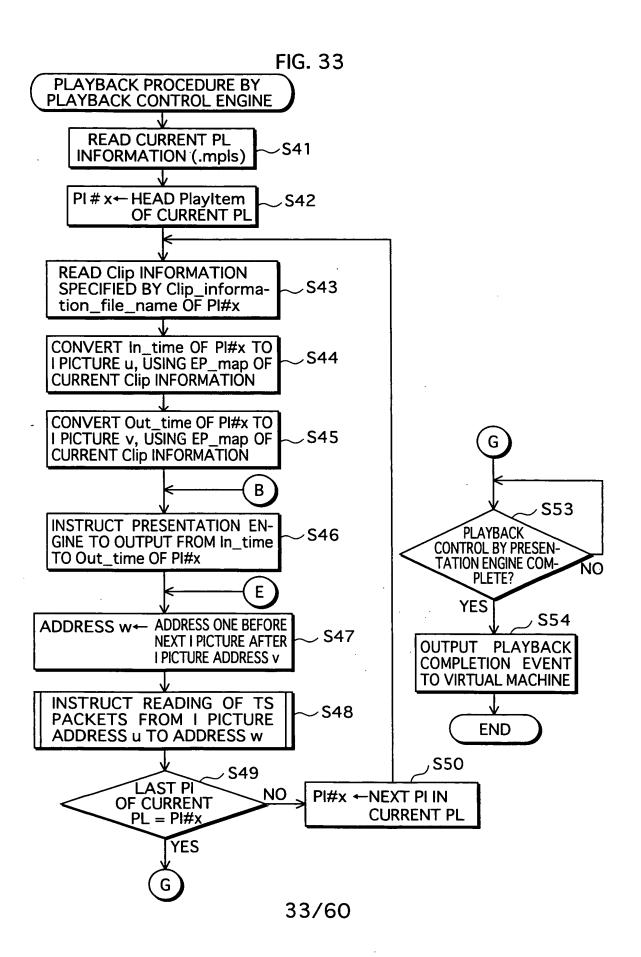


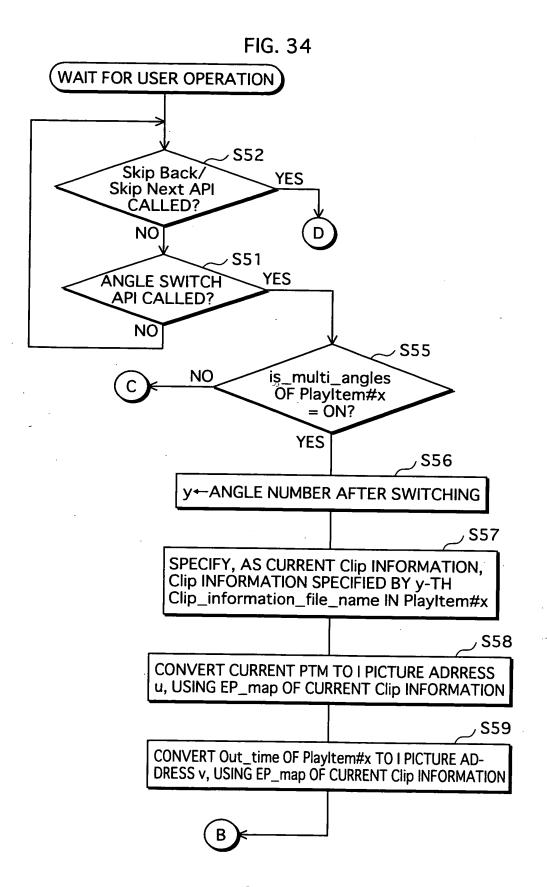
FIG. 30B EXCEPTIONAL PROCESSING IN BD-J OBJECT EXECUTION



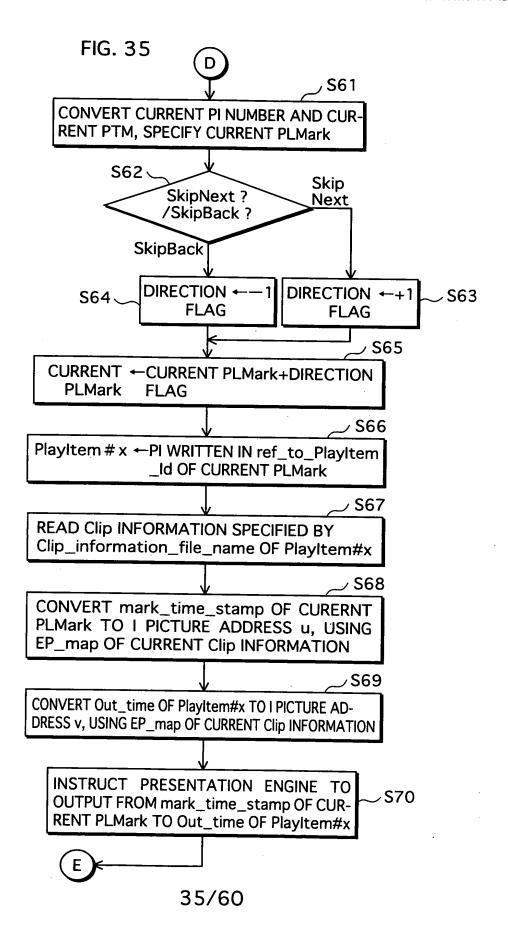








34/60



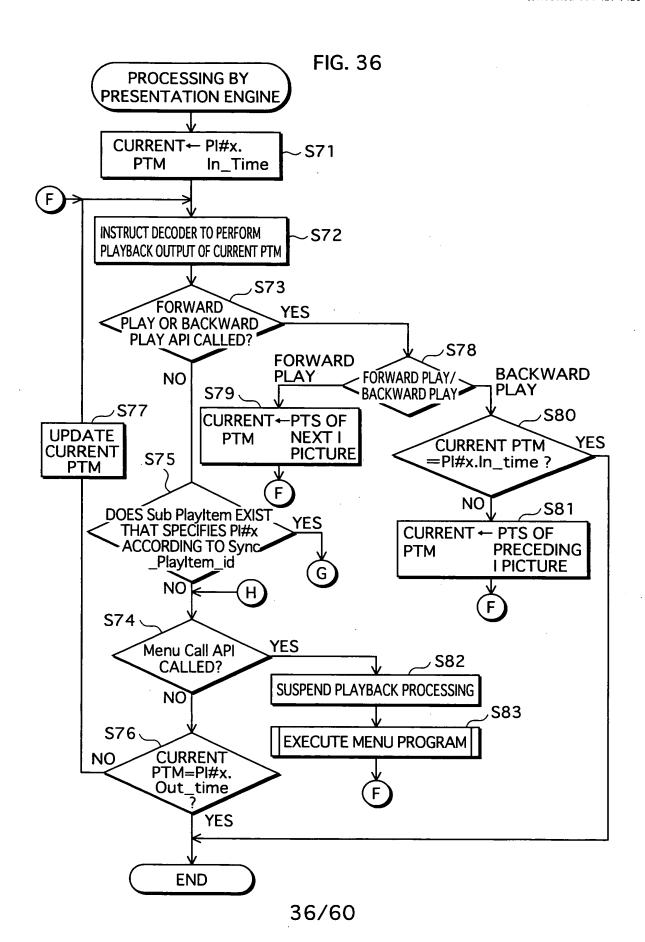
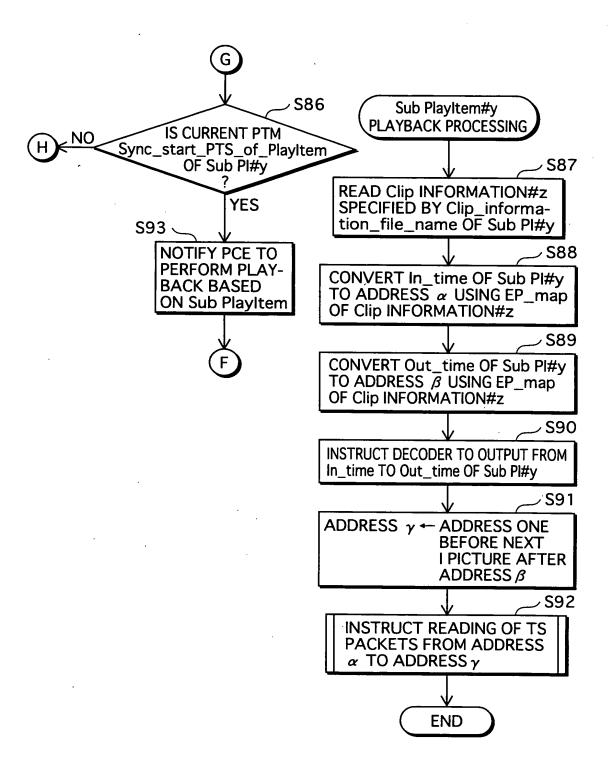
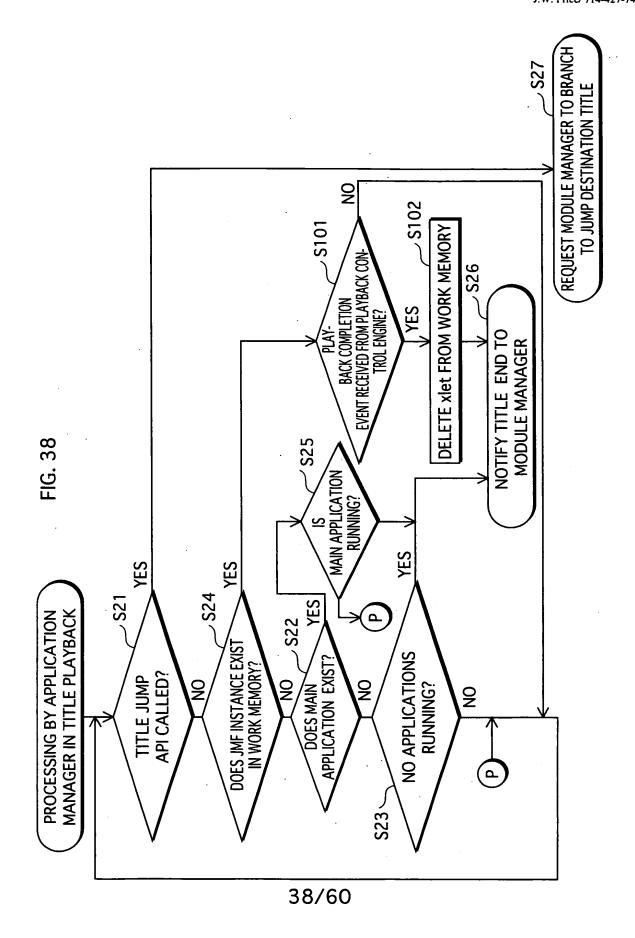


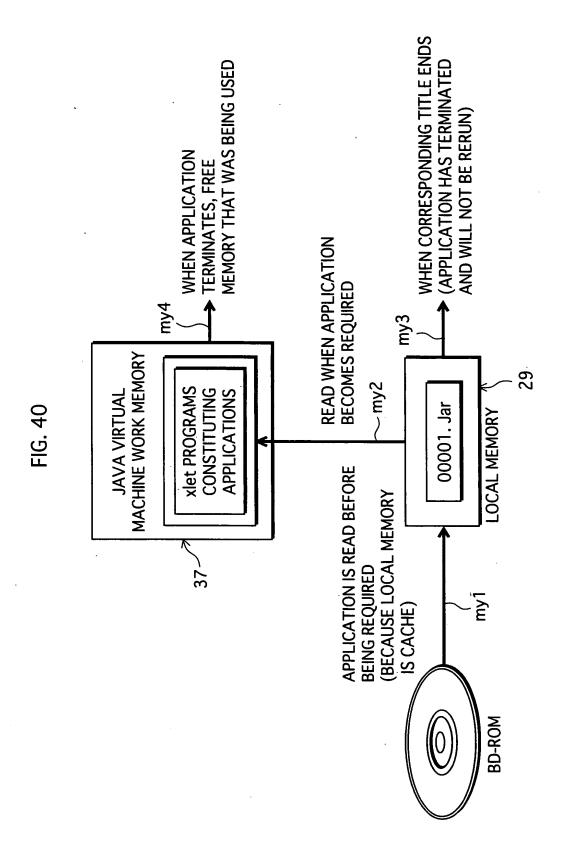
FIG. 37





READ ATTRIBUTE READ PRIORITY LEVEL LIFE CYCLE | application ID | RUN ATTRIBUTE application ID LIFE CYCLE resume_intention_flag Application Management Table(AMT) Management Table(DMT) title_search_mask menu_Call_Mask ZZZZZ. BD-J Data

FIG. 39



40/60

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<u>ن</u>
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		_					_
	READ ATTRIBUTE READ PRIORITY LEVEL			E AXIS			
IENT TABLE	READ ATTRIBUTE			title #3 TIME AXIS			,
title #2 DATA MANAGEMENT TABLE	application ID	application #1	application #2		\		
2 DA	a	арр	арр	SI			
title #	LIFE CYCLE	title #1	title #2	title #2 TIME AXIS			application #3
	闄			title			pplic
	PRIORITY LE	·				ree	Read
	EA					<u></u>	
NT TABLE	READ ATTRIBUTE READ PRIORITY LEVEI			,	,		<u> </u>
	application ID READ ATTRIBUTE READ	application #1	application #2	title #1 TIME AXIS			
title #1 DATA MANAGEMENT TABLE		title #1 application #1	title #1 application #2	FIG. 41B title #1 TIME AXIS	application #1	application #2	

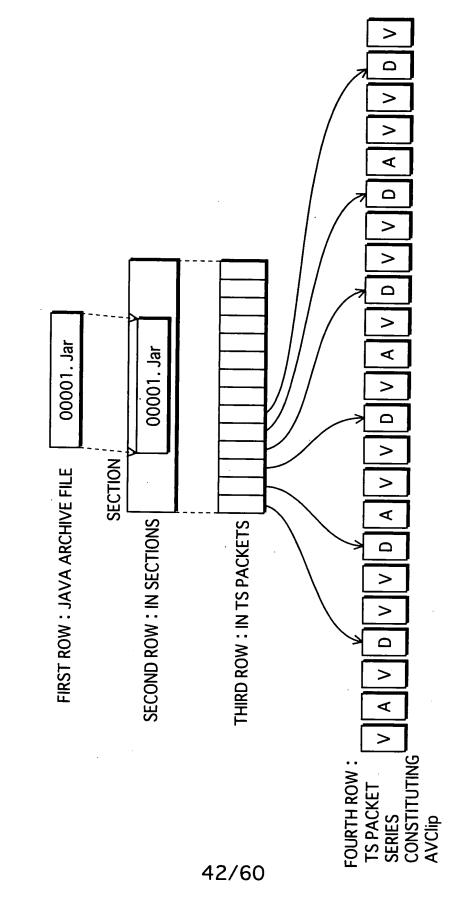
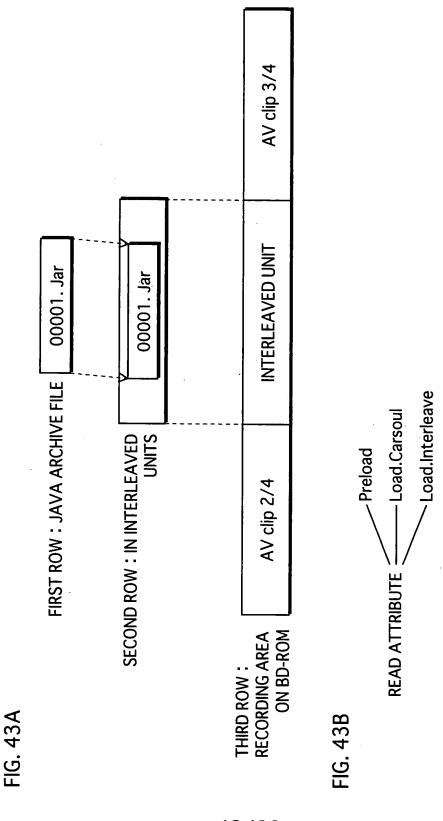


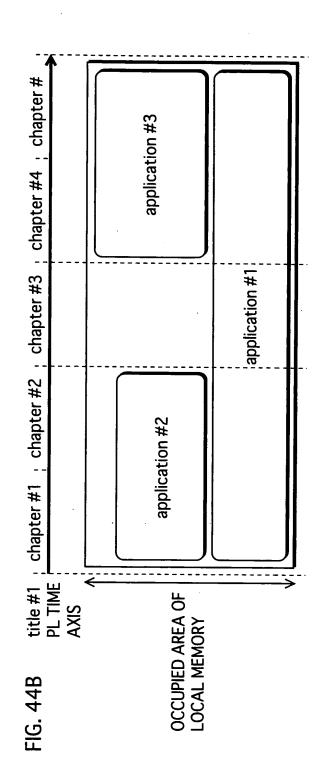
FIG. 4.



43/60

FIG. 44A title #1 DATA MANAGEMENT TABLE

LIFE CYCLE	application ID	READ ATTRIBUTE	READ ATTRIBUTE READ PRIORITY LEVEL
title #1	application #1	Preload	mandatory
title #1:chapter #1-#2	application #2	Load	optional
title #1:chapter #4-#5	application #3	Load	optional



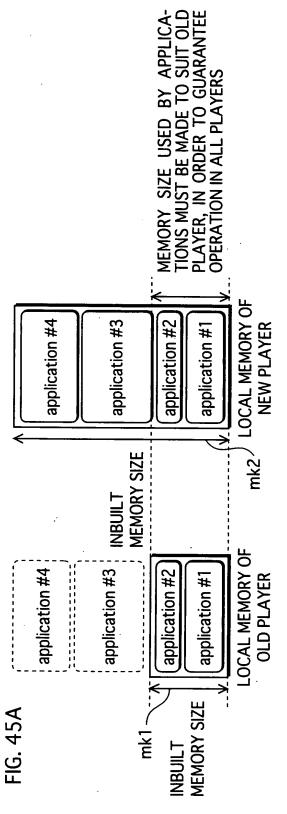


FIG. 45B title #1 DATA MANAGEMENT TABLE

TITLE NUMBER	application ID	READ ATTRIBUTE READ PRIORITY LEVEL	READ PRIORITY LEVEL
title #1	application #1	Preload	mandatory
title #1	application #2	Preload	mandatory
title #1	application #3	Preload	optional
title #1	application #4	Preload	optional

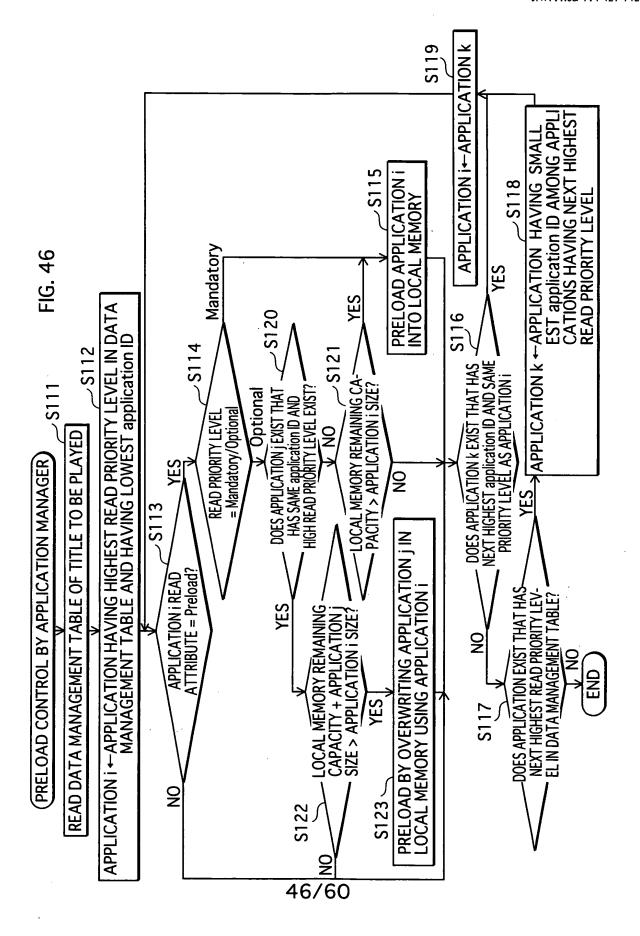
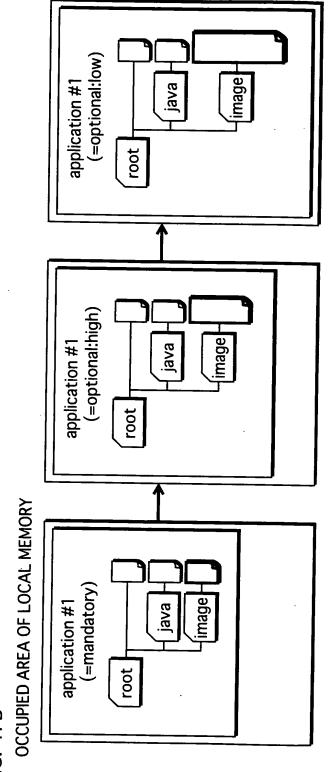


FIG. 47A title #1 DATA MANAGEMENT TABLE

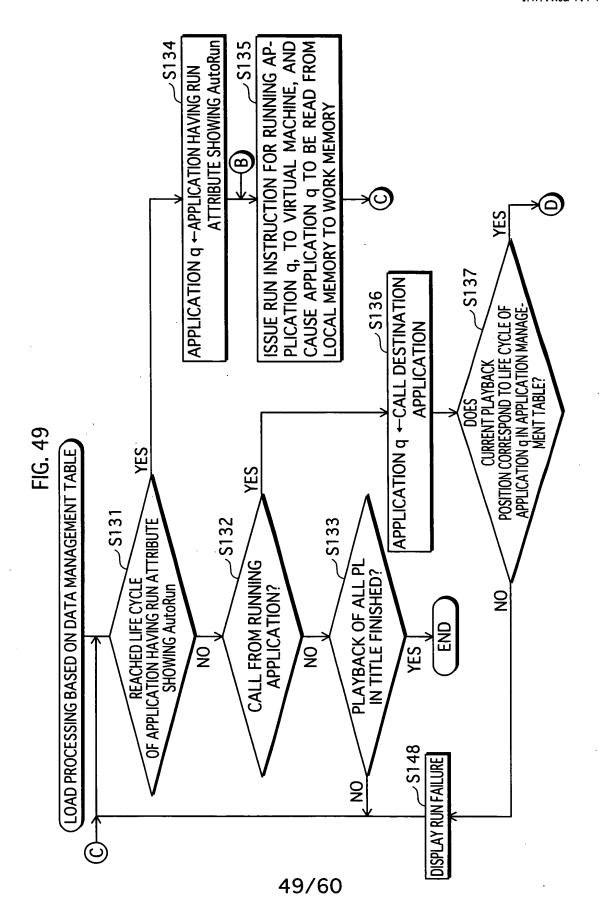
LIFE CYCLE	application ID	READ ATTRIBUTE	READ PRIORITY
title #1	application #1	Preload	mandatory
title #1	application #1	Preload	optional:high
title #1	application #1	Preload	optional:low

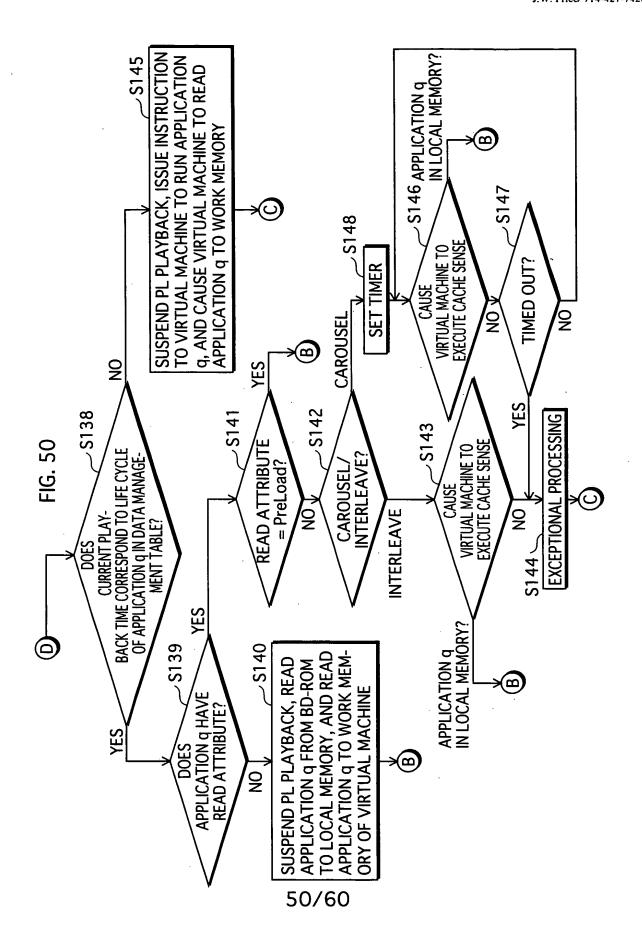
FIG. 47B

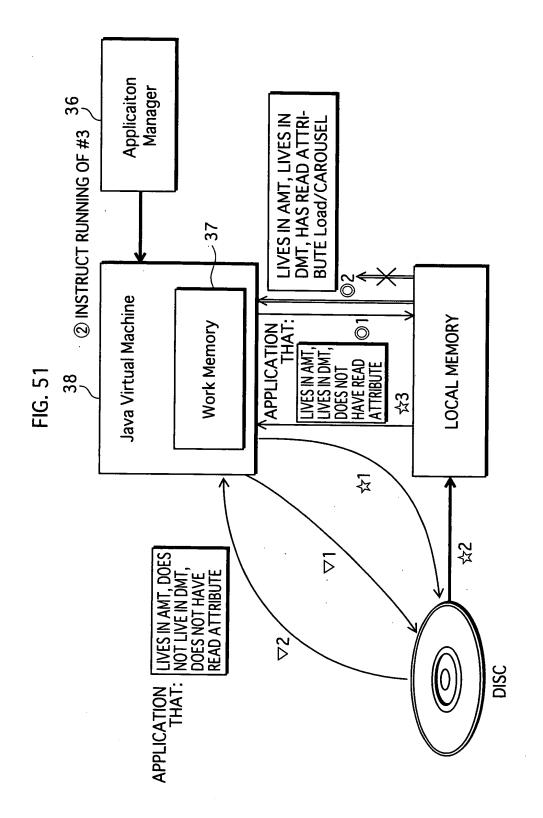


PL TIME AXIS PL TIME AXIS READ ATTRIBUTE READ PRIORITY LEVEL mandatory mandatory mandatory optional application #3(Load) chapter #3 chapter #4 chapter #5 chapter #2 chapter #3 chapter #4 chapter #5 **Preload** Preload Load Load application #1 (Preload) application #1 (Preload) application #3(Preload) application ID application #2 application #3 application #3 application #1 title #1 DATA MANAGEMENT TABLE chapter #2 application #2(Load) application #2(Load) title #1:chapter #4-#5 title #1:chapter #1-#2 chapter #1 chapter #1 LIFE CYCLE MEMORY SIZE OF PLAYER IS LARGE PLAYER IS SMALL MEMORY SIZE OF title #1 title #1 FIG. 48A FIG. 48C FIG. 48B

48/60







51/60

FIG. 52A

ZZZZZ. BD-J

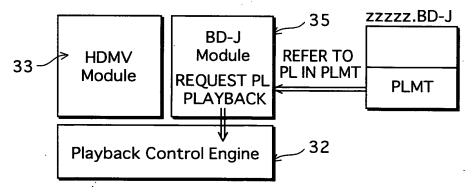
resume_intention_flag
menu_Call_Mask
title_search_mask
Application Management Table(AMT)
Data Management Table(DMT)
PlayList Management Table(PLMT)

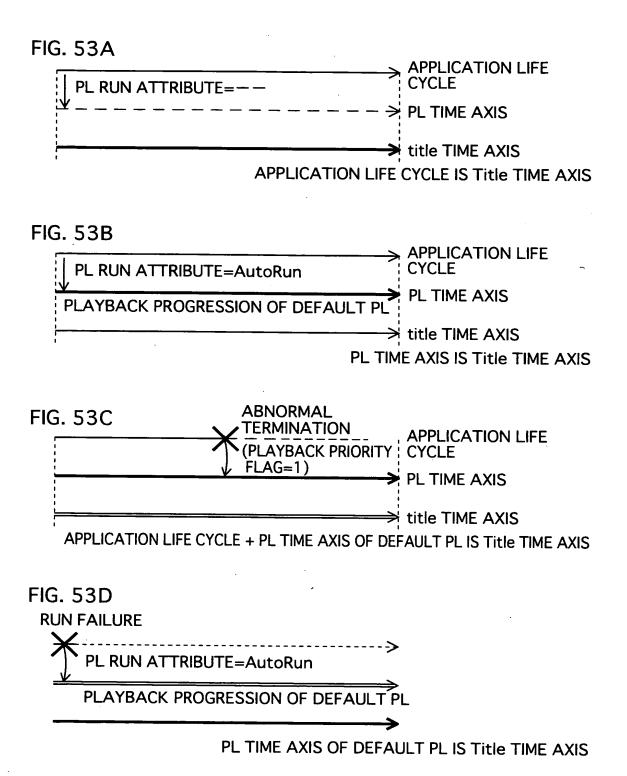
FIG. 52B

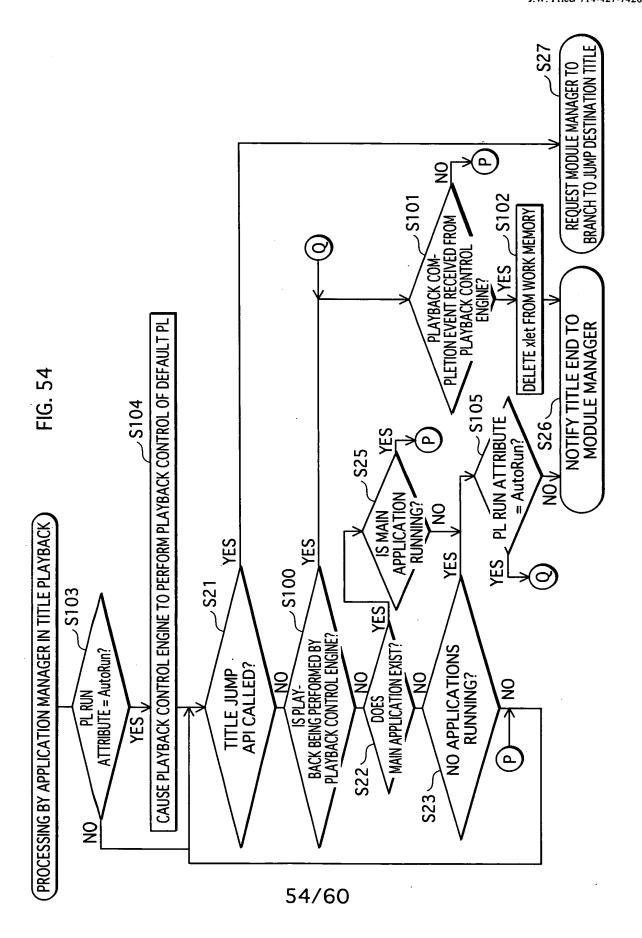
PL MANAGEMENT TABLE

PLAYLIST ID	PLAYBACK ATTRIBUTE
	Auto Play
·	

FIG. 52C







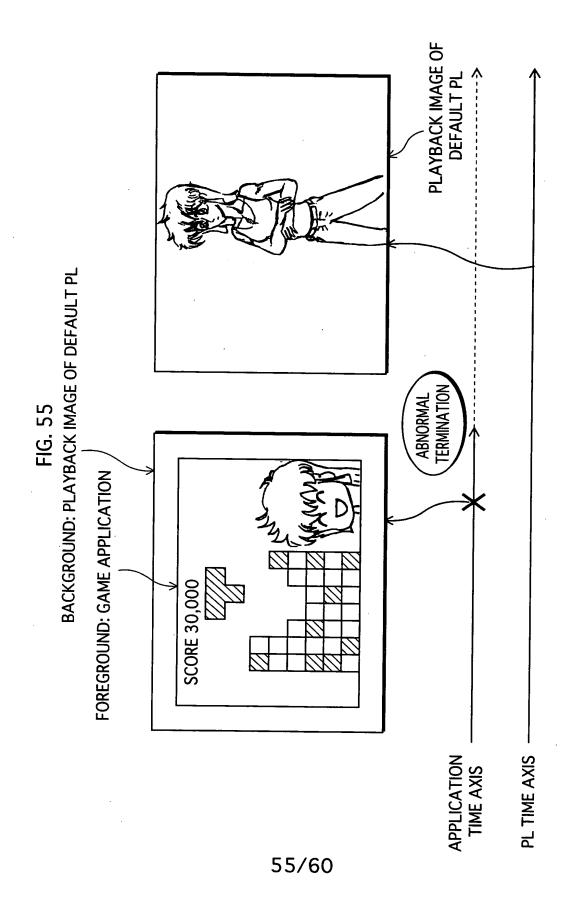


FIG. 56A

APPLICATION AND DATA MANAGEMENT TABLE

LIFE CYCLE	application ID	RUN ATTRIBUTE	RUN ATTRIBUTE READ PRIORITY LEVEL
title #1	application #1	AutoRun	
title #1:chapter #1-#3 application #2	application #2	Ready	
title #1	application #3	.	
title #1:chapter #2-#4	application #4	Ready	

RUN ATTRIBUTE + READ ATTRIBUTE

FIG. 56B

RUN ATTRIBUTE	PRELOAD BEFORE AV STREAM PLAYBACK	AUTO-RUN /CALL RUN	LOAD TO LOCAL MEMORY	LIVES /DOES NOT LIVE
AutoRun	0	AUTO	NO	S∃AIT
AutoRun	×	AUTO	YES	SINES
READY	0	CALL	ON	SINES
READY	×	CALL	YES	SINES
NOT SPECIFIED	×	CALL	ON	LIVES

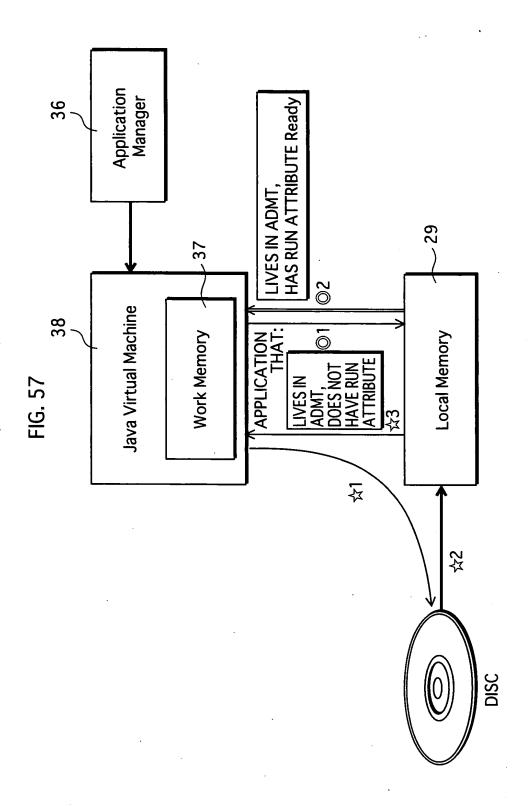


FIG. 58A DATA MANAGEMENT TABLE

LIFE CYCLE	application ID	READ ATTRIBUTE READ PRIORITY LEVEL	READ PRIORITY LEVEL
title #1	application #1	Preload	mandatory
title #1	application #2	Preload	option, 255
title #1	application #3	Preload	option, 128

IF FREE CAPACITY OF MEMORY IS INSUFFICIENT, READ ONLY PART OF Option DATA **LOCAL MEMORY** application #3 application #2 application #1 MINIMUM MEMORY SIZE OF PLAYER INBUILT MEMORY SIZE OF PLAYER **LOCAL MEMORY** application #3 application #2 application #1

58/60

FIG. 58B

FIG. 59A DATA MANAGEMENT TABLE

LIFE CYCLE	application ID	LOAD ATTRIBUTE	LOAD ATTRIBUTE READ PRIORITY LEVEL GROUP ATTRIBUTE	GROUP ATTRIBUTE
title #1	application #1		mandatory	1
title #1	application #2		optional	group #1
title #1	application #3		optional	group #1

application #3
application #2
application #1
application #1
LOCAL MEMORY
LOCAL MEMORY

FIG. 59B

